

CLAIMS

1. A method of validating the performance of a participant in an interactive computing environment, comprising issuing a first challenge to a participant's computing device to determine whether the participant's computing device is trustworthy, and if it is then issuing a second challenge to test the integrity of an application run on the participant's computing device, and then making a decision concerning the participant's involvement in the computing environment.
2. A method as claimed in claim 1, in which the second challenge tests for modification of the application.
3. A method as claimed in claim 1, in which the second challenge tests for a signature of at least one known patch.
4. A method as claimed in claim 1, in which the second challenge checks at least one of the names, lengths and check sums of components of the application.
5. A method as claimed in claim 1, in which in the first challenge the trustworthiness of the BIOS is validated.
6. A method as claimed in claim 5, in which in the first challenge the trustworthiness of the operating system is validated.
7. A method as claimed in claim 1, in which a check is made to determine if the application is being run within a suitably protected compartment.
8. A method as claimed in claim 1 in which a monitor agent for monitoring player's performance is run on the participant's computing device.
9. A method as claimed in claim 8, in which the monitor agent checks user responses to events in order to estimate whether the user's responses have been augmented.
10. A method as claimed in claim 9, in which the monitor agent reports to a server.
11. A method as claimed in claim 1, in which the challenge is issued by a server with which the participants computing device is in communication.

12. A method as claimed in claim 1, in which the interactive computing environment comprises a game.
13. A method as claimed in claim 1, in which the first challenge is in accordance with a TCPA standard.
14. A method of validating performance of a participant in an interactive computing environment, comprising issuing a challenge to a participant's computing device and on the basis of the challenge making a decision about allowing the participant to participate in the interactive computing environment, wherein the challenge comprises a machine challenge using procedures set out in a TCPA standard to determine that the participant's computing device is operating in a trustworthy manner, and an application challenge which tests the integrity of the application run on the participant's computing device.
15. A method of validating the performance of an entity in a first computing environment, comprising issuing a challenge to determine if a computing environment of the entity is trustworthy and to determine the integrity of an application run in the entity's computing environment, and making a decision concerning the entities rights in the first computing environment based on the results of the challenge.
16. A computer program for causing a programmable data processor to execute the method of any one of claims 1, 14 and 15..
17. A server for validating the performance of a participant in an interactive computing environment, wherein the server is arranged to issue a first challenge to a participant's computing device to determine whether the participant's computing device is trustworthy, and if it is to then issue a second challenge to test the integrity of an application run on the participant's computing device, and then make a decision concerning the participant's involvement in the computing environment.
18. A server as claimed in claim 17, in which the second challenge tests for modification of the application.
19. A server as claimed in claim 17, in which the second challenge tests for a signature of at least one known patch.

20. A server as claimed in claim 17, in which the second challenge checks at least one of the names, lengths and check sums of components of the application.
21. A server as claimed in claim 17, in which in the first challenge the trustworthiness of the BIOS and of the operating system is validated.
22. A server as claimed in 17, in which a check is made to determine if the application is being run within a suitably protected compartment.
23. A system for validating the performance of a participant in an interactive computing environment, comprising a first computing device arranged to issue a first challenge to a participant's computing device to determine whether the participant's computing device is trustworthy, and if it is to issue a second challenge to test the integrity of an application run on the participant's computing device, and to make a decision concerning the participant's involvement in the computing environment.
24. A system as claimed in claim 23, in which the second challenge tests for modification of the application.
25. A system as claimed in claim 23, in which the second challenge tests for a signature of at least one known patch.
26. A system as claimed in claim 23, in which the second challenge checks at least one of the names, lengths and check sums of components of the application.
27. A system as claimed in claim 23, in which in the first challenge the trustworthiness of the BIOS of the operating system is validated.
28. A system as claimed in claim 23, in which a check is made to determine if the application is being run within a suitably protected compartment.
29. A system as claimed in claim 23, in which a monitor agent for monitoring player's performance is run on the participant's computing device.
30. A system as claimed in claim 29, in which the monitor agent checks user responses to events in order to estimate whether the user's responses have been augmented.

31. A system as claimed in claims 23, in which the first computing device is a server with which the participant's computing device is in communication.
32. A system as claimed in claim 31, in which the monitor agent reports to a server.
33. A system as claimed in claim 31, in which the server is hosting a game and the participant is attempting to play the game.
34. A system as claimed in claim 23, in which the first challenge is in accordance with a TCPA standard.
35. A system for validating performance of a participant in an interactive computing environment, comprising a server for issuing a challenge to a participant's computing device and on the basis of the challenge making a decision about allowing the participant to participate in the interactive computing environment, wherein the challenge comprises a machine challenge using procedures set out in a TCPA standard to determine that the participant's computing device is operating in a trustworthy manner, and an application challenge which tests the integrity of the application run on the participant's computing device.